

BASIC MOVES

ACT DESPITE DANGER

When you **act despite danger**, roll +Courage. On a 10+, you succeed despite the odds. On a 7-9, you fumble, stumble, or embarrass yourself. The DM will offer you a worse outcome, hard bargain, or ugly choice.

STAND UP TO AN OLDER DRAGON

When you **stand up to an older dragon** (NPC), roll +Courage. On a hit, they acknowledge your worth and address your concerns. Pick one from this list.

- ☞ You delight them; they give you a useful item or fancy gift.
- ☞ You impress them; they offer you a favor or accommodation.
- ☞ You intrigue them; they tell you something useful and interesting.

On a 7-9, also pick one from this list.

- ☞ You succumb to vanity. Mark a Shadow.
- ☞ You embarrass a friend. Return a friendship gem.
- ☞ You overstep social bounds. You incur an obligation.

CONVINCE A DRAGON

When you **convince a dragon**, roll +Charm. For NPCs: On a hit, they will do it if you offer them a favor, gift, or useful information. On a 7-9, they don't get it quite right or they don't tell you everything you need to know. For Clutchmates:

on a 10+, both. On a 7-9, pick one:

- ☞ if they do it, they mark experience.
- ☞ if they don't do it, they mark a Shadow.

MISLEAD OR TRICK

When you try to **mislead or trick** another dragon, roll +Cunning. On a hit, they are fooled for a moment; you learn a valuable secret or create an opportunity. On a 10+, you either get both benefits or you confuse them for some time.

STUDY ANOTHER DRAGON

When you **study another dragon**, roll +Charm. On a 10+, ask 2. On a 7-9, ask 1.

- ☞ What is your character hoarding?
- ☞ Who are you holding a grudge against?
- ☞ What could I learn from you?
- ☞ What does your character wish I'd do for you?
- ☞ How could I get your dragon to ___?

SURVEY AN ANCIENT OR ARCANES AREA

When you spend a moment to **survey an ancient or arcane area**, roll +Cunning. On a 10+, ask 2.

On a 7-9, ask 1.

- ☞ What resources does this place offer?
- ☞ How can I gain access to this place's secrets?
- ☞ What here harbors Darkness?
- ☞ Who else knows of this place?
- ☞ Are we alone?

HELP OR HINDER

When you **help or hinder** a clutchmate after they have rolled, roll +Friendship Gems (max +3). On a hit, you add +1 or -2 to their roll. On a 7-9, you expose yourself to cost, complication, or harm.

You cannot help or hinder your clutchmates while they are calling upon the moons.

MOON MAGIC

When you **call upon the magic of the moons**, roll +Friendship Gems Returned. On a 10+, apply both.

On a 7-9, pick 1.

- ☞ The magic is exceptionally powerful.
- ☞ The magic remains within your control.

On a miss, the moons act as they will, without your guidance.

SHADOW MAGIC

When you **give in to the Darkness**, mark a Shadow and roll +Shadows Marked. On a 10+, you harness the Darkness, casting powerful shadow magic.

On a 7-9, you harness that same magic, but it's powerful—almost too powerful.

On a miss, the Darkness chooses how the magic manifests, without your guidance.

